

EXHIBIT C



# ClickFox 1.4 Software D sign

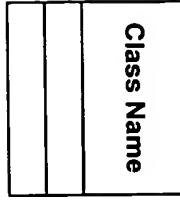
December 4, 2000

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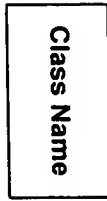
This document specifies the ClickFox software design in the Unified Modeling Language (UML). The design given is for ClickFox version 1.4.

The classes defined in this document appear using the following conventions:

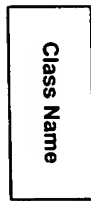
1) A class belonging to the package is shown in the full form, showing attributes and operations.



2) A class not belonging to the package, but part of ClickFox is shown without the attribute and operations.

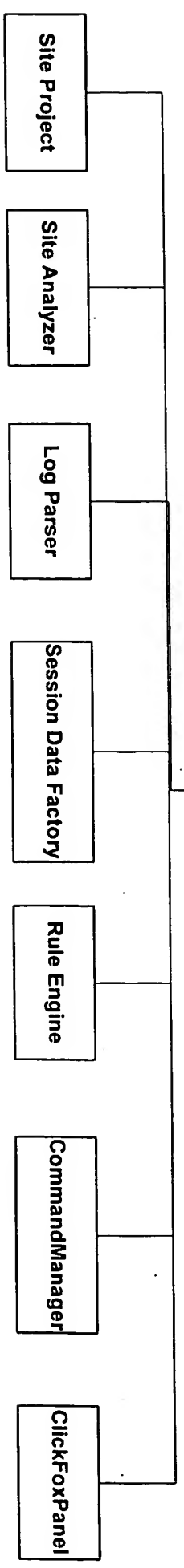
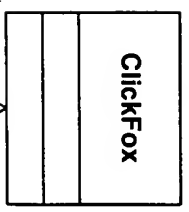
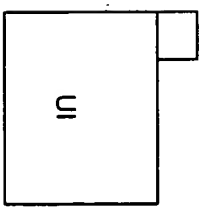
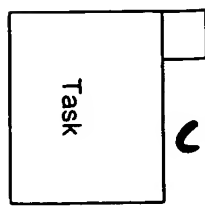
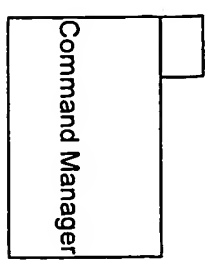
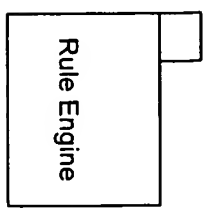
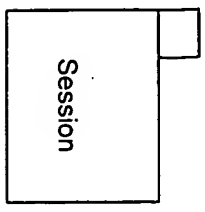
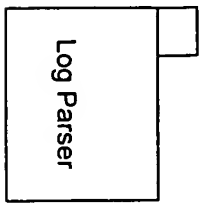
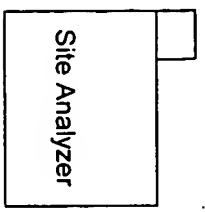
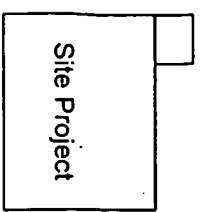


3) A class external to ClickFox is shown as a smaller font similar to (2).

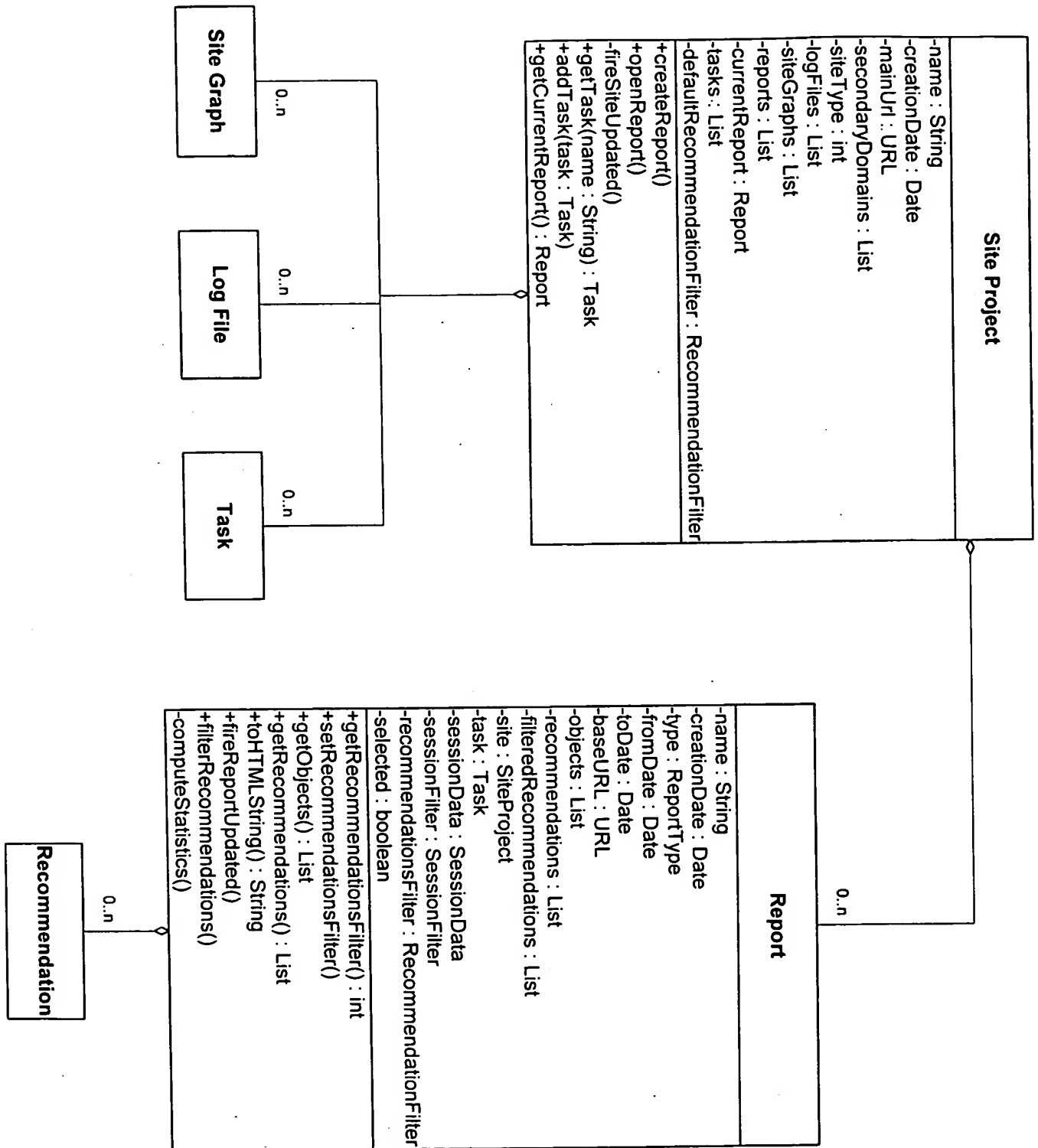


Note that the method and attribute specification for all classes is not complete with respect to the actual implementation.

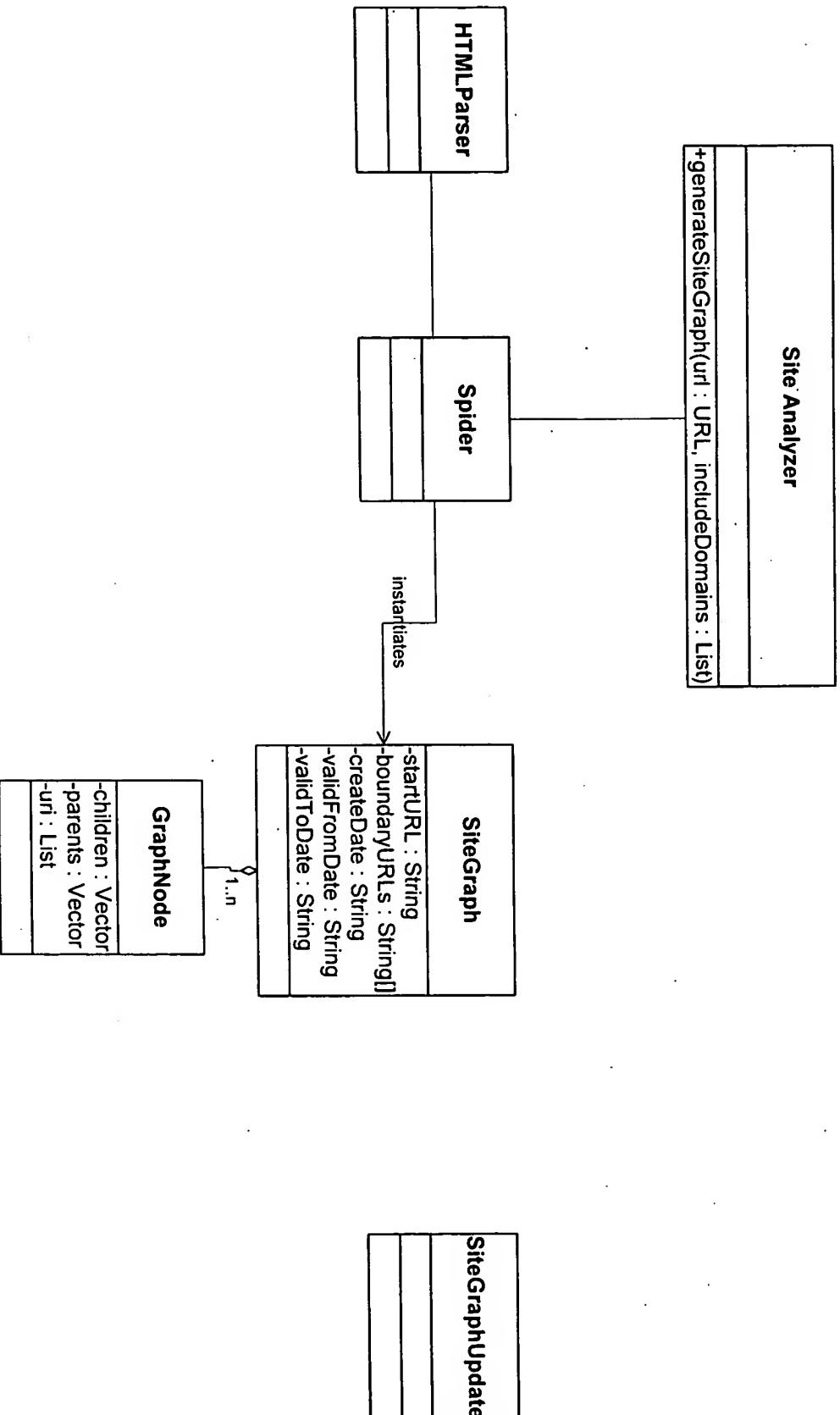
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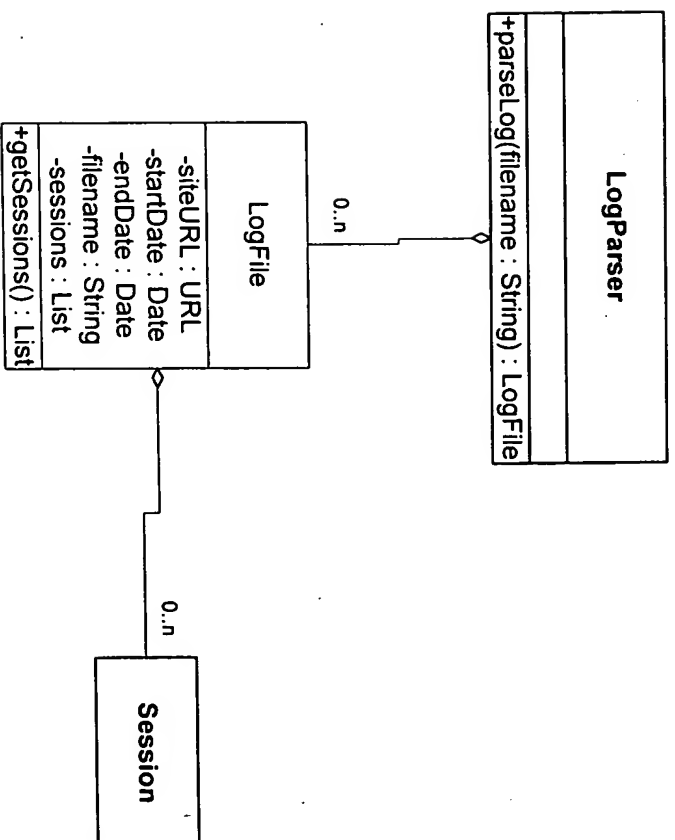
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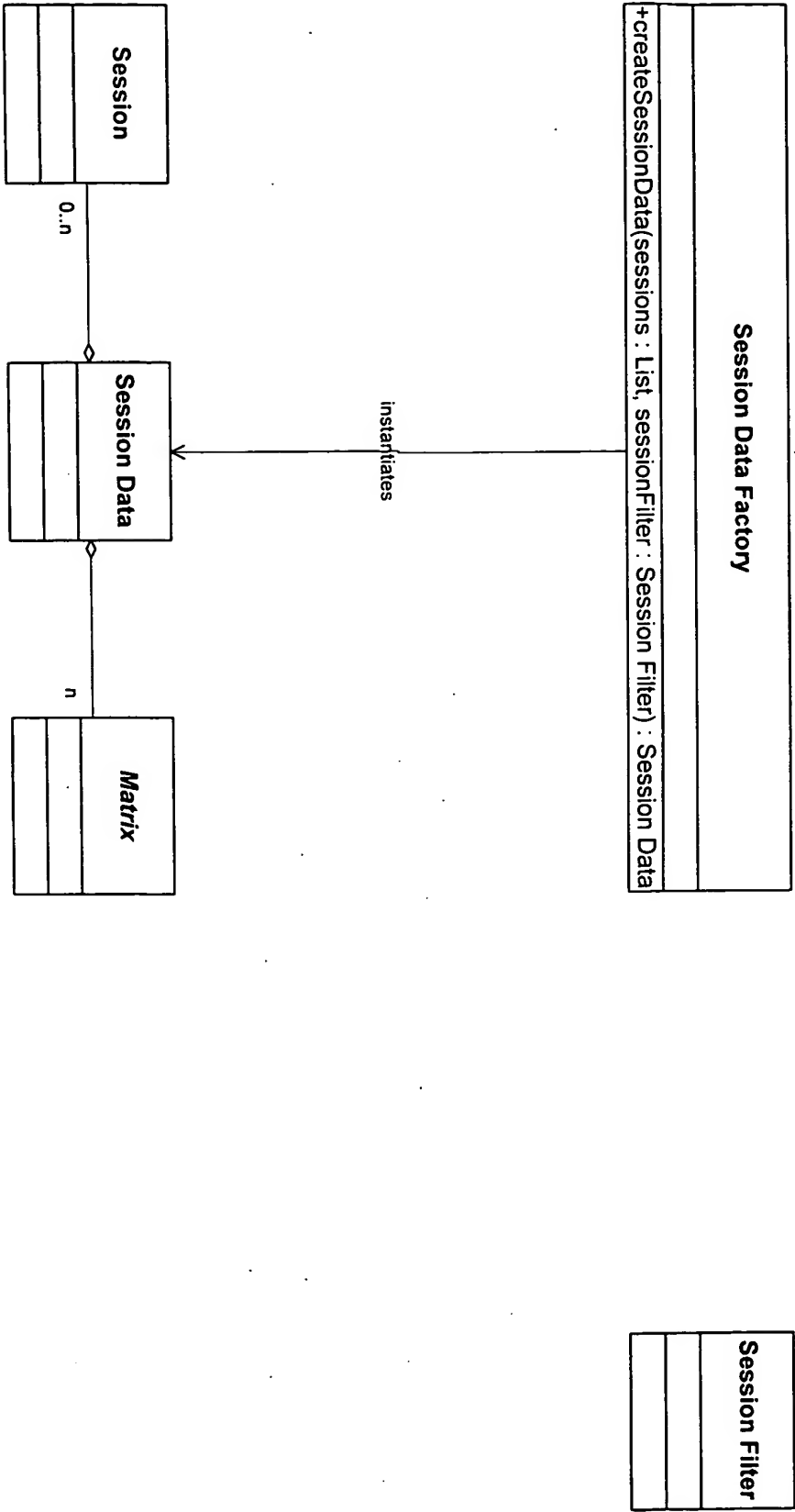
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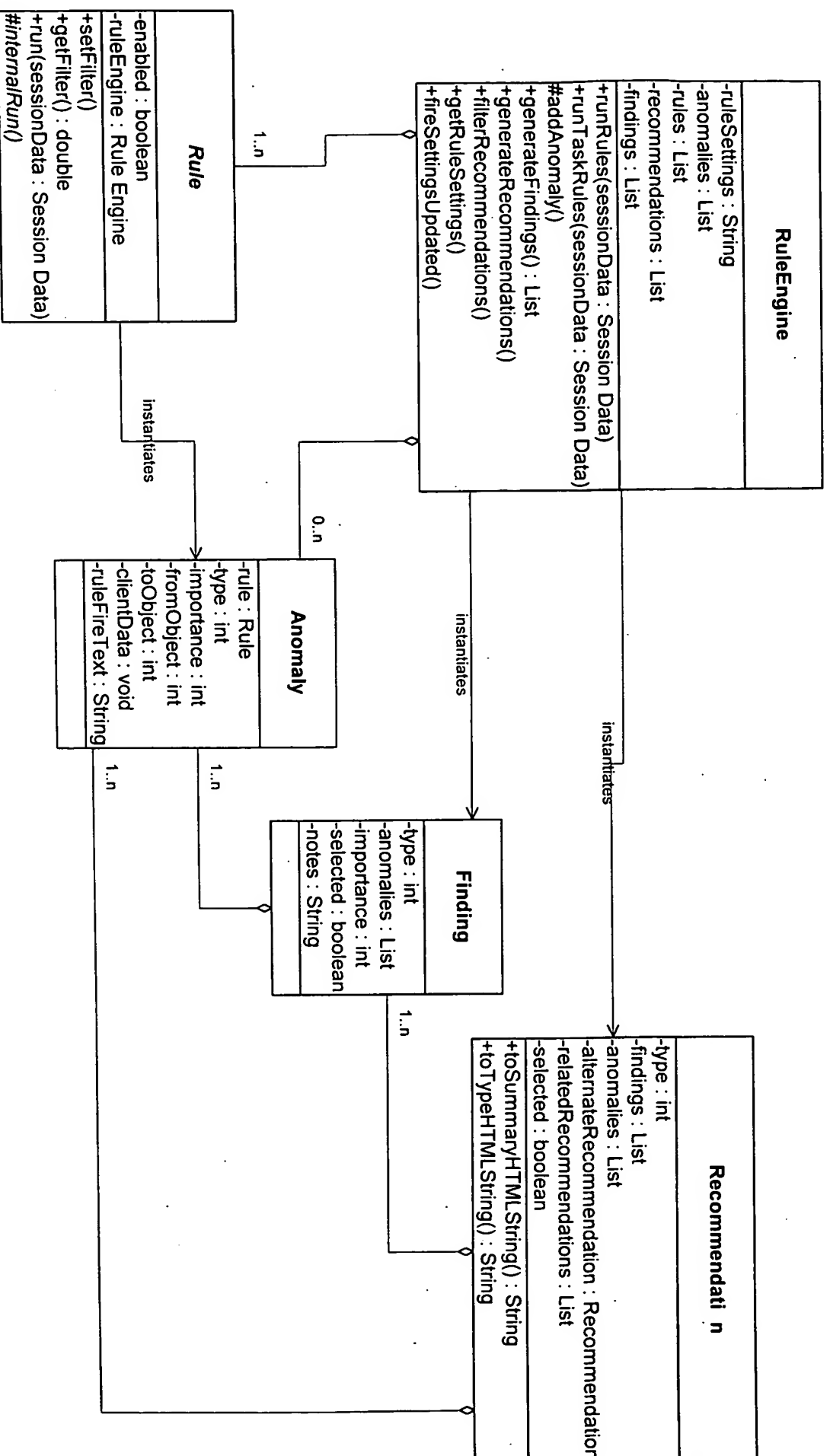


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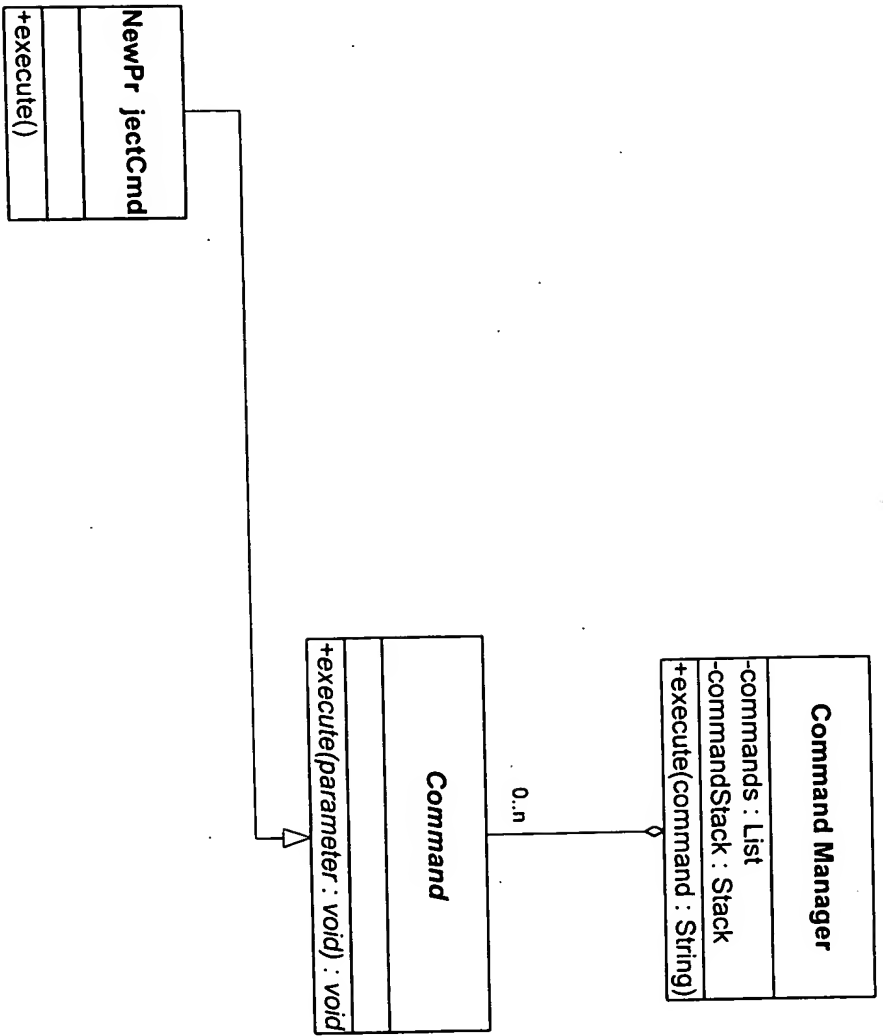




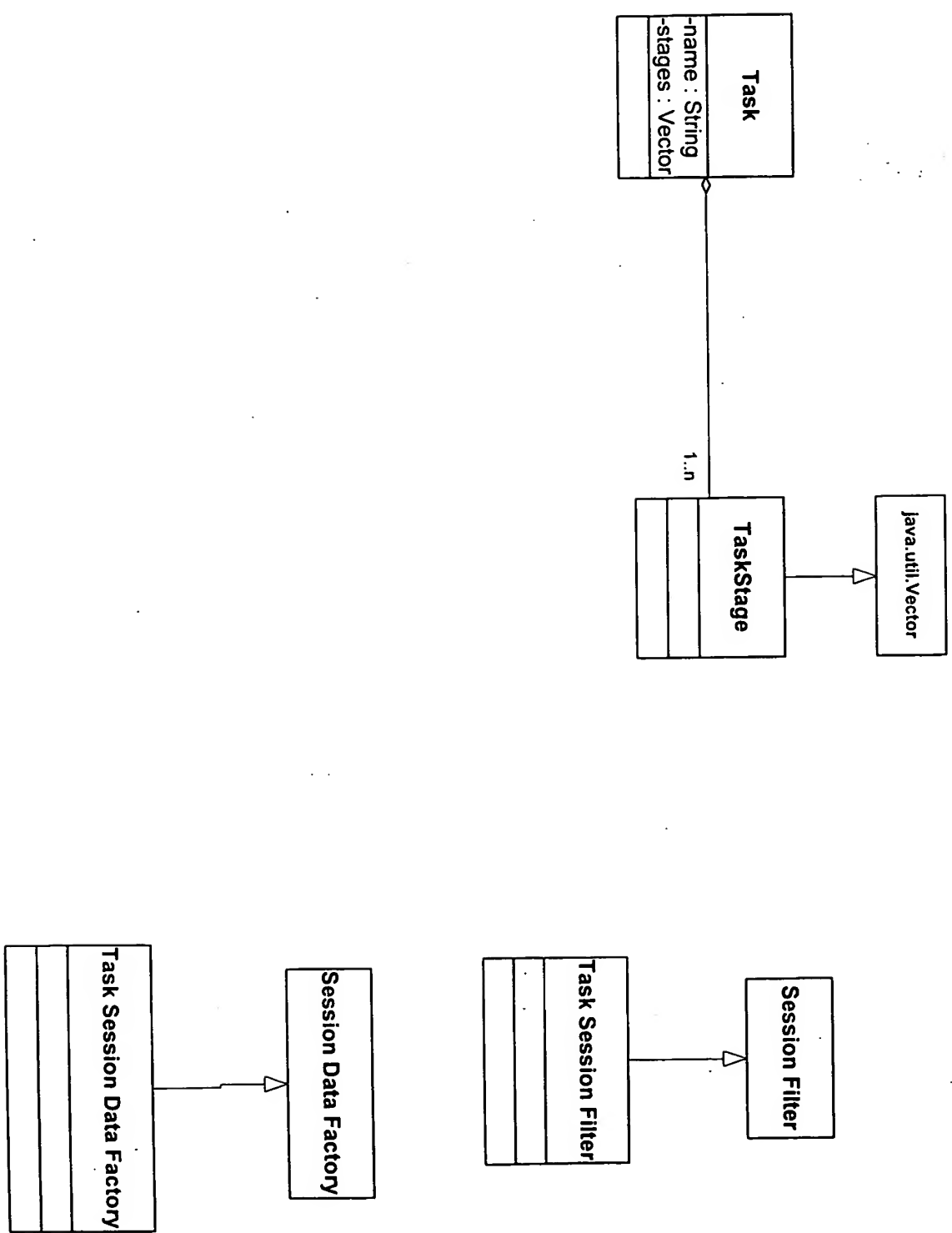
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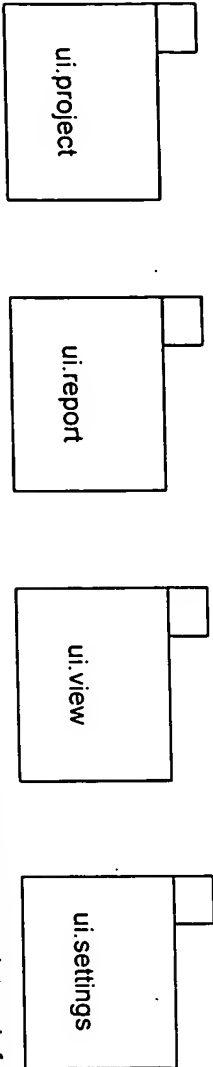
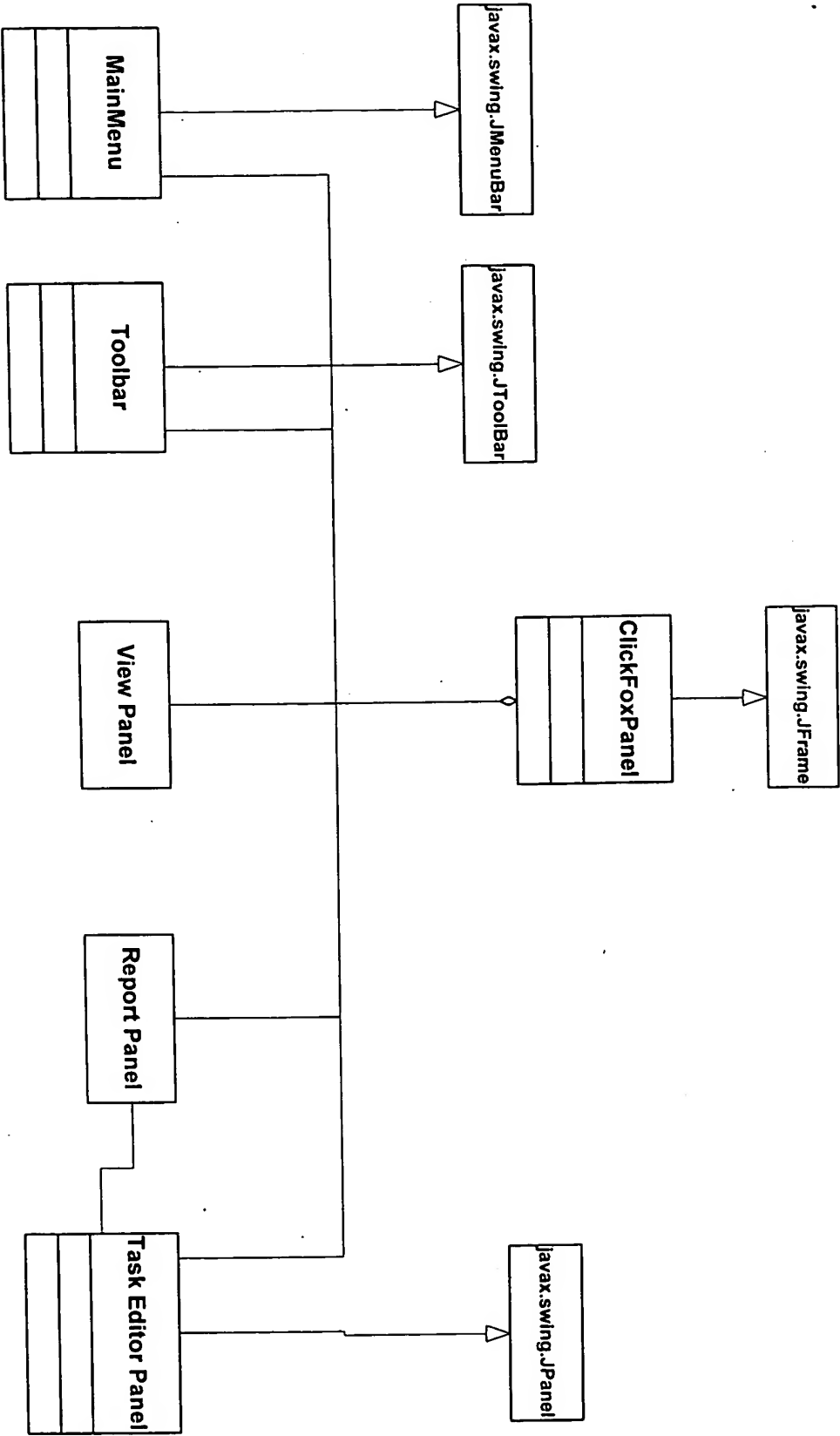
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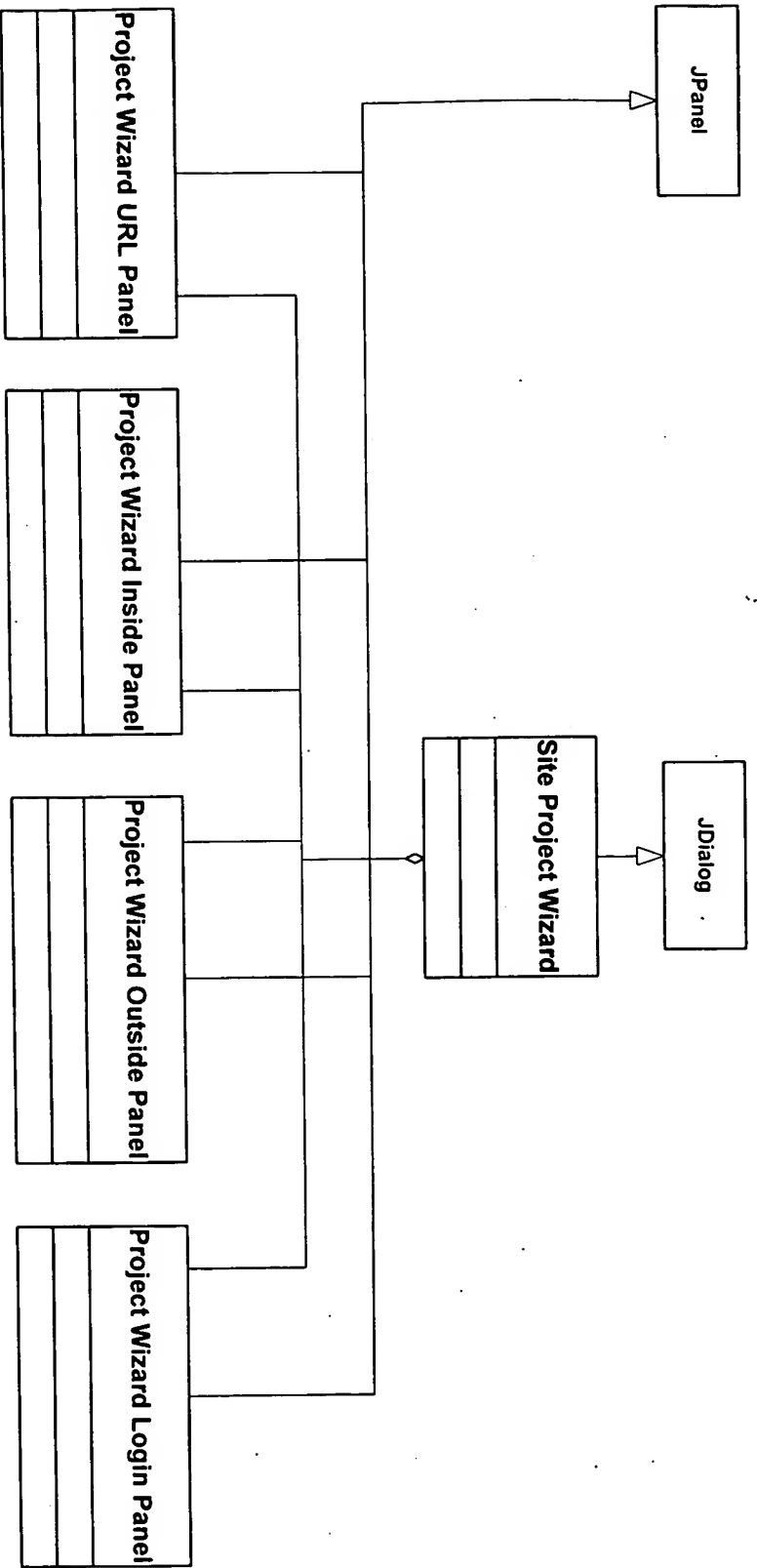
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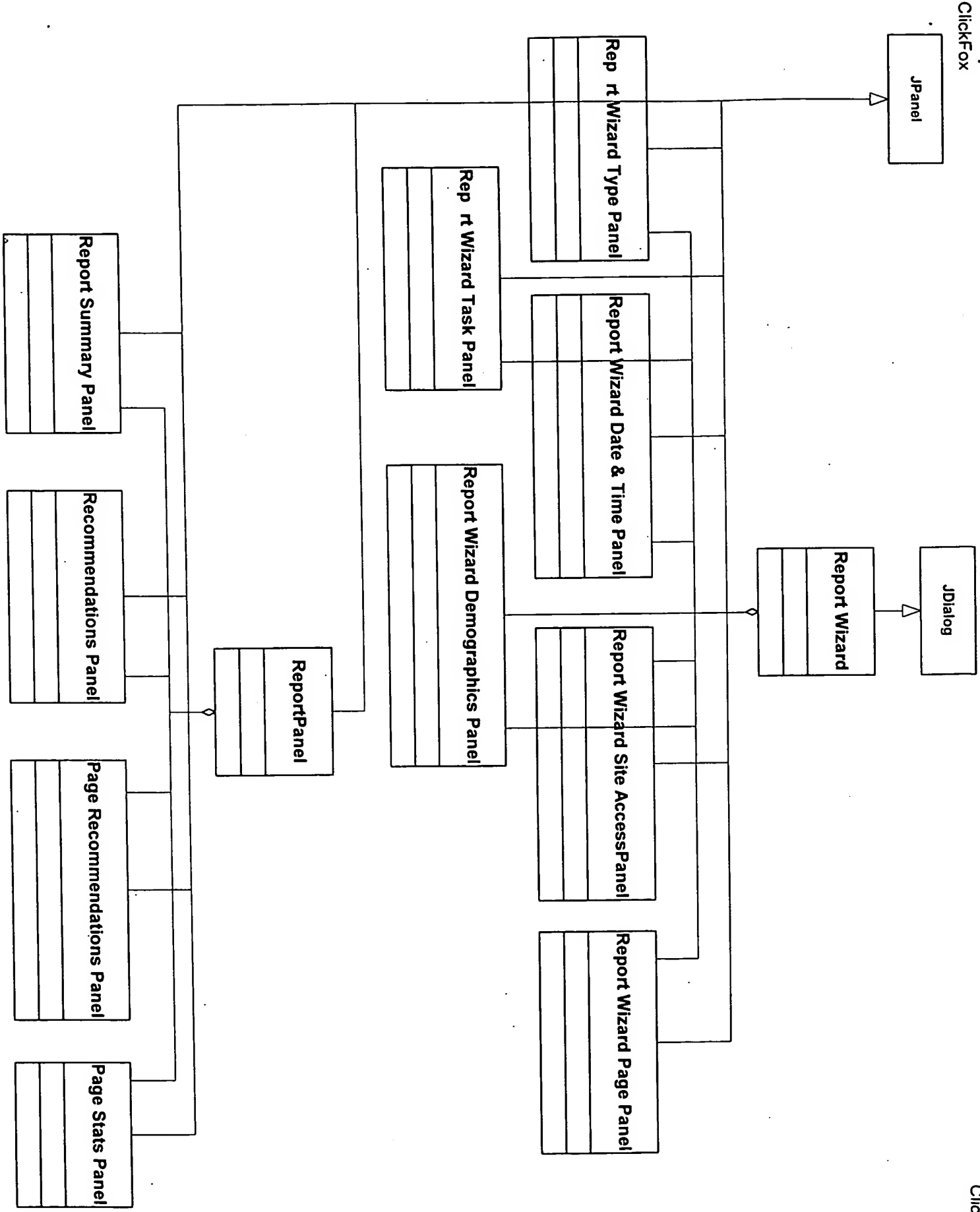
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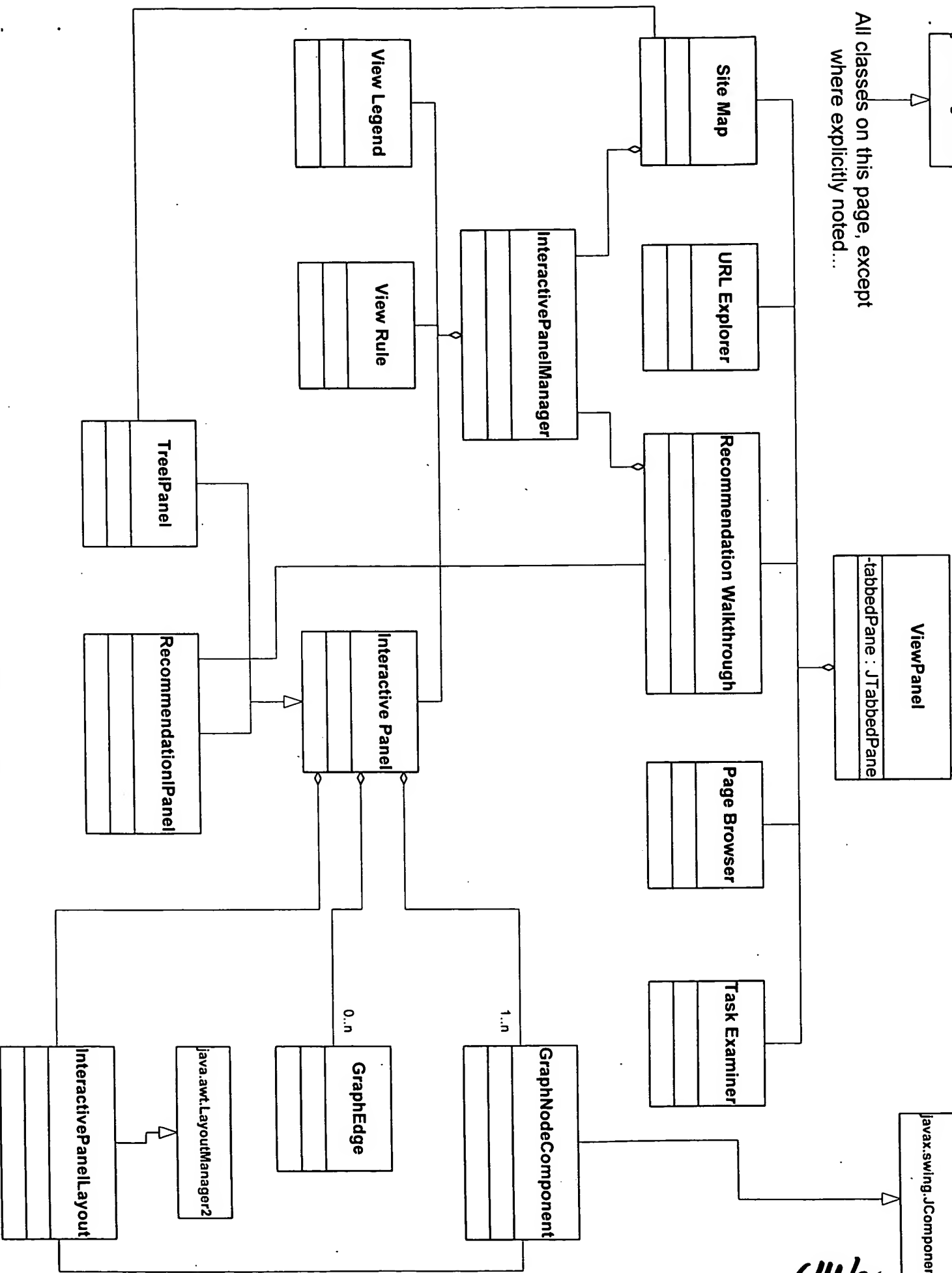
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All classes on this page, except  
where explicitly noted...



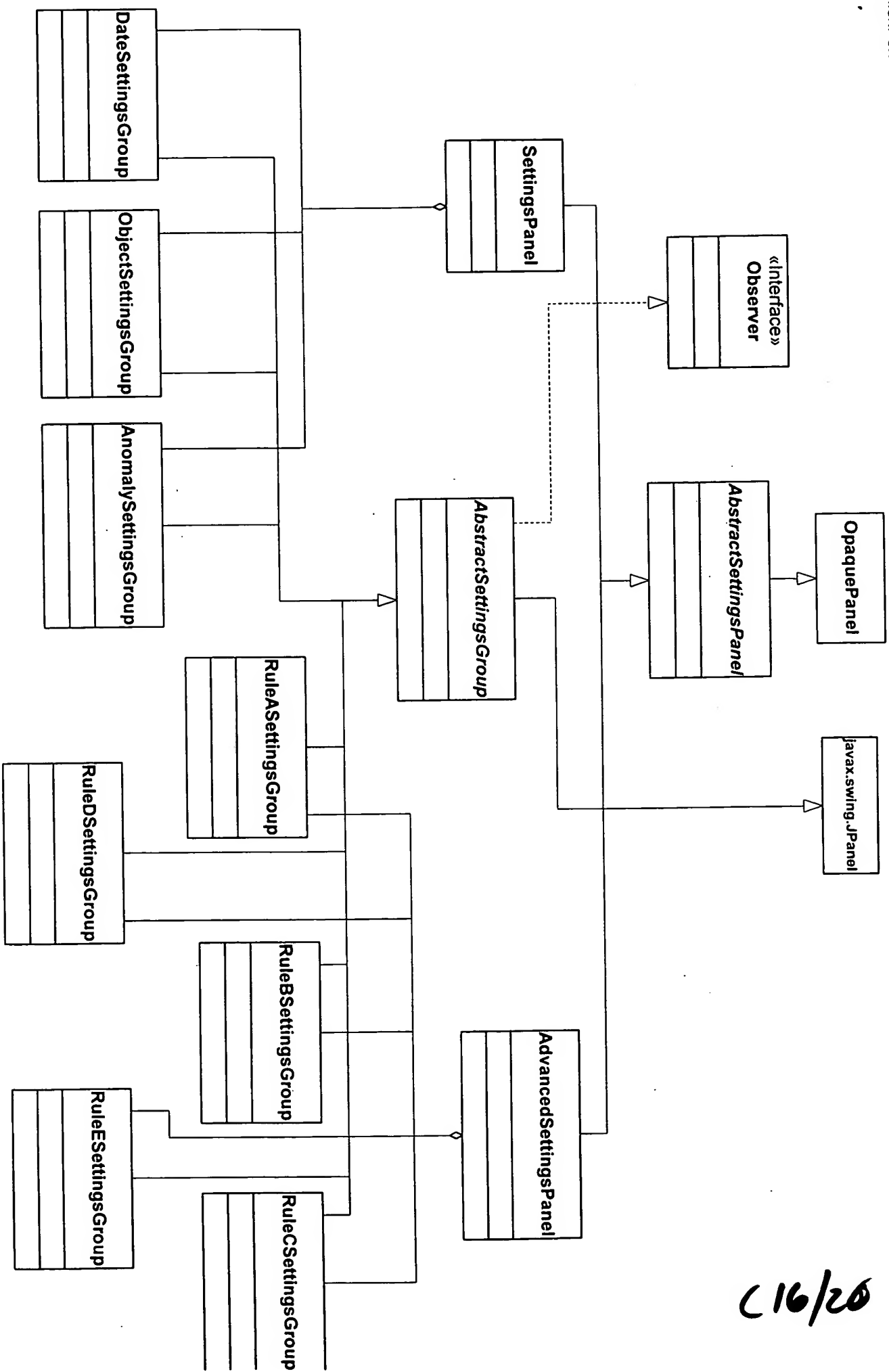
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Graph Node Component	
-graphNode : GraphNode	
-state : int	
-zoom : double	
-minimized : boolean	
-userAdjusted : boolean	
-highlighted : boolean	
-secondaryHighlighted : boolean	
-createUI()	
+mousePressed()	
+paintComponent()	

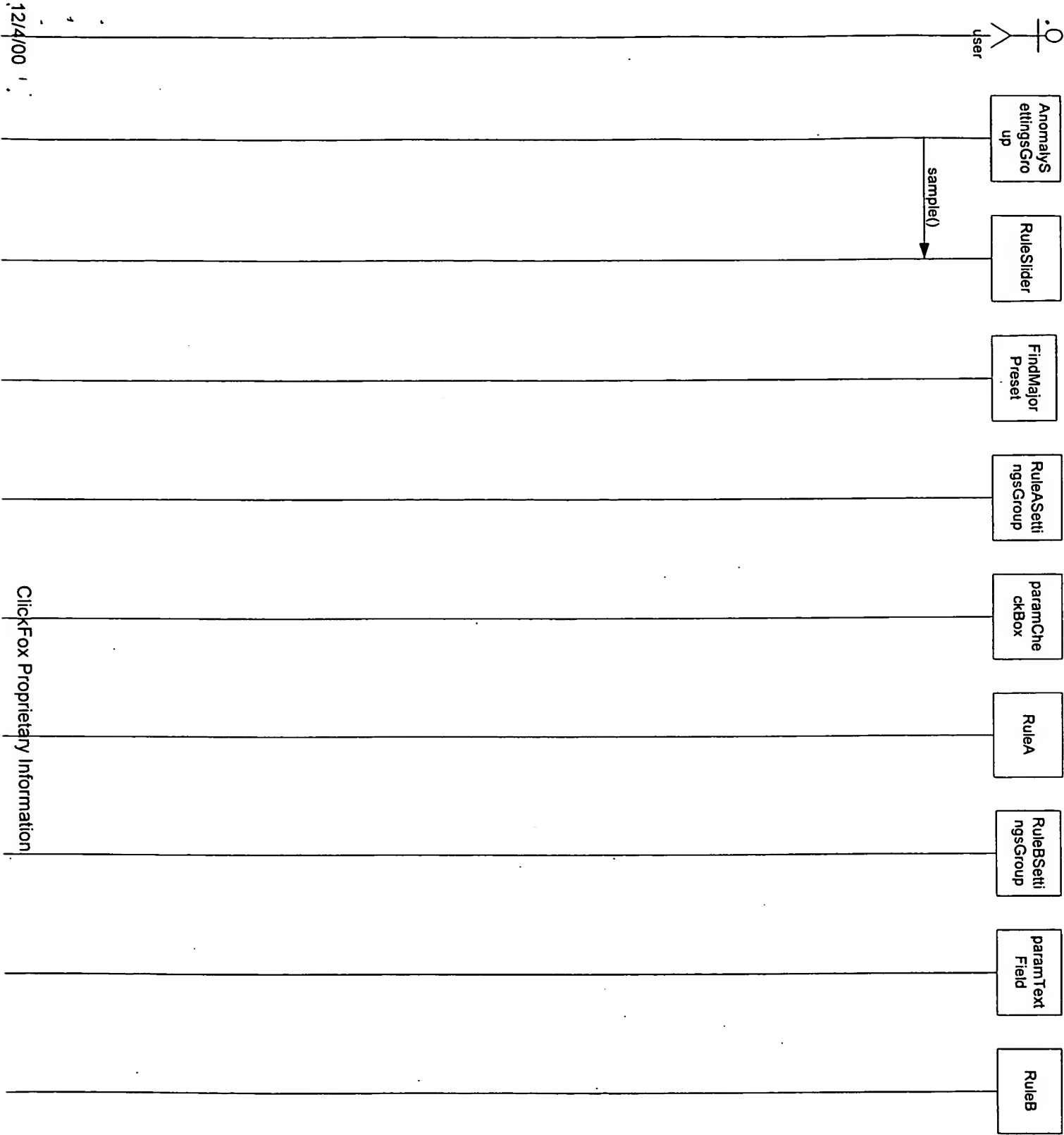
Graph Edge	
-from : Graph Node Component	
-to : Graph Node Component	
-highlighted : boolean	
-important : boolean	
-biDirectional : boolean	
+drawEdge()	

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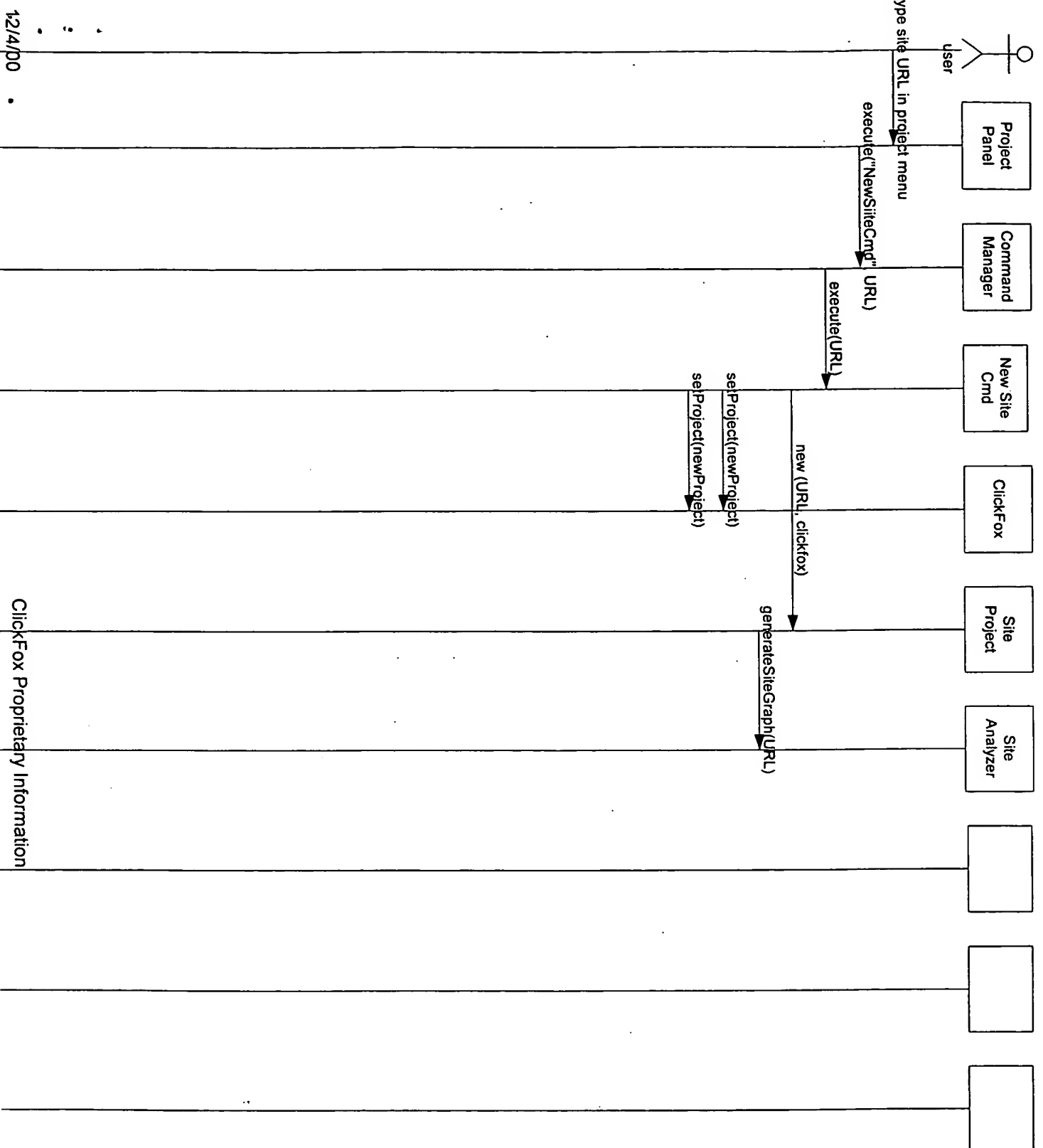


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